

# 3D Animation

(NLT.09) A.C.S.


Learn 3D animation, modelling, visual effects, and CGI using industry-standard software, including Autodesk Maya, Autodesk Mudbox, Adobe Photoshop, and Adobe After Effects. Do an internship at a local animation company and graduate with two professional demo reels.

Montreal is one of the best places in Canada to start a career in 3D animation. The industry has been growing here for years and provides thousands of audio-visual jobs.

There are opportunities to work in film, television, video games, and more. You can specialize in character animation, environmental modelling, special effects, virtual reality, lighting, texturing, etc.



 Program Length: **17 Months**  
Includes **8 week internship**

 Program Delivery:  
**On Campus, Online, Hybrid**

## CAREER OUTLOOK

Montreal needs talented 3D animation and VFX artists. The industry is growing fast, and many studios are having difficulty filling vacant positions.

### Employment Statistics

**98%**

Percentage of Overall 2022 Available Graduates  
Employed in a Related Field

## PROSPECTIVE JOB OPPORTUNITIES

*Film, Television, Advertising and Marketing, Website design, Video game production*

## WHO HIRES OUR GRADUATES

*Beam Me Up Inc., Simthetic, Rodeo FX, Technologies KAAYA Inc.*

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### ✓ ADMISSION REQUIREMENTS

- Quebec issued high school diploma or equivalent
- Minimum of two consecutive terms OR One school year interruption from full-time studies OR Minimum of one year post-secondary education
- Pass a general admissions entrance test
- Meet any additional program specific entrance requirements

### ✓ LEARN ONLINE

Online programs offer the flexibility; personalization and support that you need to succeed in today's ever-changing job market. Work on your assignments when it's convenient for you, all with the support of a dedicated Instructor

### ✓ COURSE LIST

Herzing's 3D Animation course teaches the techniques, software, teamwork and creativity Montreal animation studios want. Students learn essential skills.

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|--|----------------|
| • Sculpture for Animation ( Digital Sculpture Using Zbrush 4R7)        | • Demo Reel I  |
| • Traditional Drawing ( Painting & Illustration using Photoshop)       | • Demo Reel II |
| • Character Design and Storyboarding                                   | • Internship   |
| • Low Polygon Modeling and Animation (Introduction to 3DS Max)         |                |
| • Image Manipulation with Photoshop (Introduction to Textures)         |                |
| • Character Skinning,Textures & Materials ( Introduction to Animation) |                |
| • Game culture & industries (Level design)                             |                |
| • Modeling, Character rigging  |                |
| • Advanced Character Animation   |                |
| • Architectural and Environmental Modeling                             |                |
| • Lighting & Special Effects   |                |
| • Advanced lighting & special effects                                  |                |